Quantifying the accuracy of the Photon Libraries

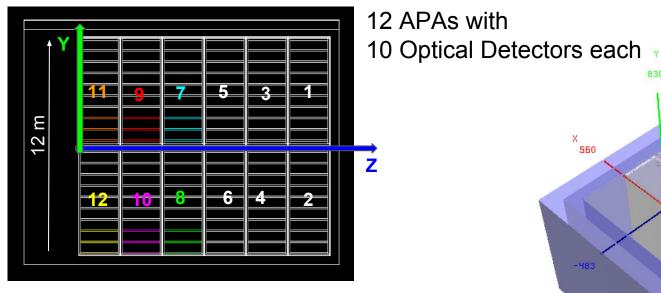
Beatriz Tapia



Motivation

- Optical transport has been implemented in LArSoft in two different ways:
 - > fast and full mode
- Full mode: simulates photon propagation
- Fast mode: is based on a lookup table (called photon library) specifying "visibility" of each position in the detector for each optical detector

Geometry: dune10kt_v1_1x2x6_nowires.gdml



Side view for x = 0

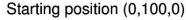
Using LArSoft v06 49 01 Top view for y = 0 of

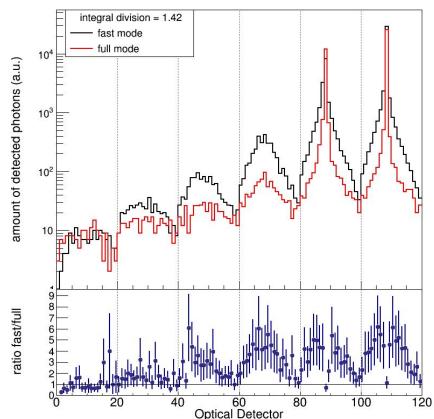
detector's lower half

1624

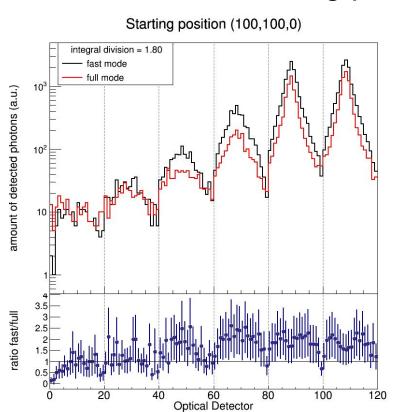
Comparison of amount of detected photons for fast vs full simulation mode

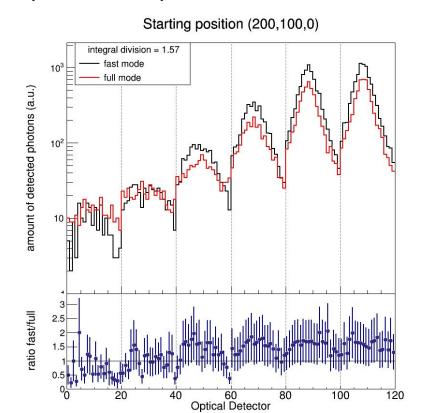
- 10 muons with 1GeV momentum in z-direction and initial position (0,100, 0) [cm]
- Compare total amount of detected photons per optical detector running fast mode vs full mode
- Data extracted from pmtresponse/OpDets tree generated by SimPhotonCounter_module.cc
- All muons have slightly different trajectories even with identical initial conditions



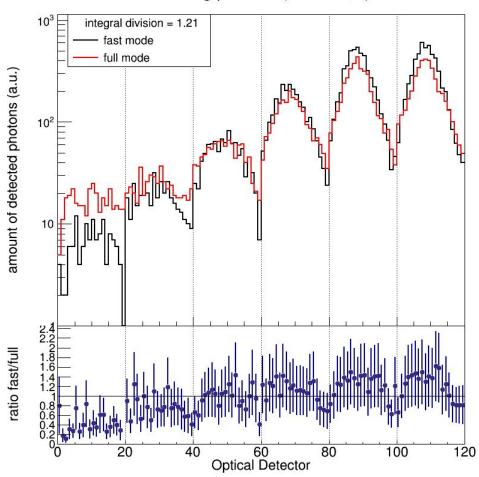


Fast vs full simulation mode for 10 muons with 1GeV momentum in z-direction starting position (x, 100, 0)

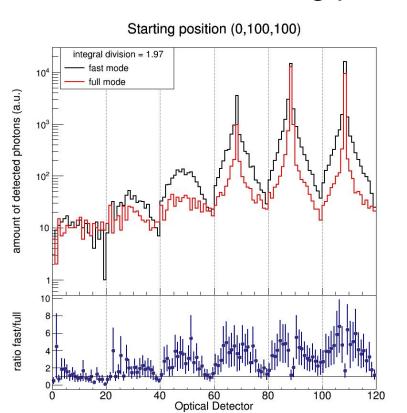


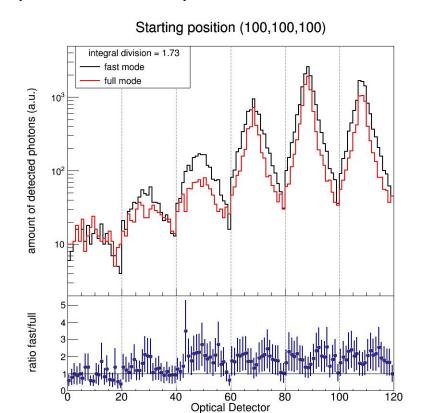


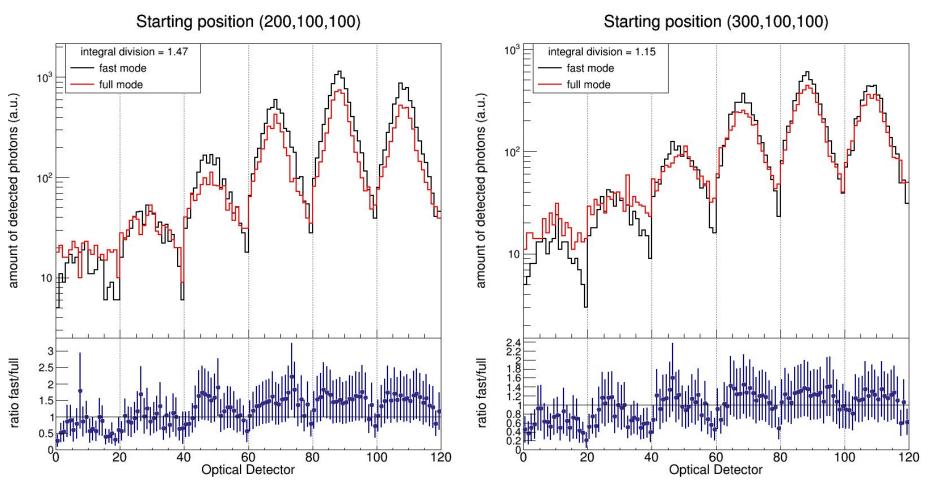
Starting position (300,100,0)



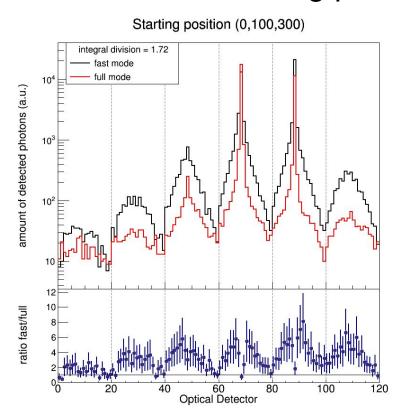
Fast vs full simulation mode for 10 muons with 1GeV momentum in z-direction starting position (x, 100, 100)

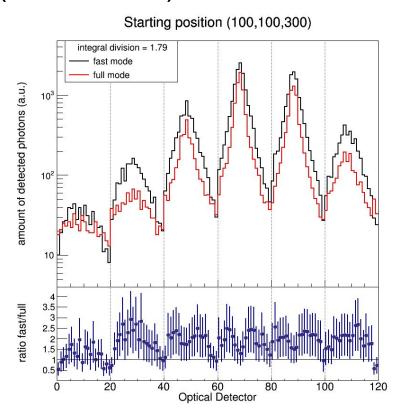


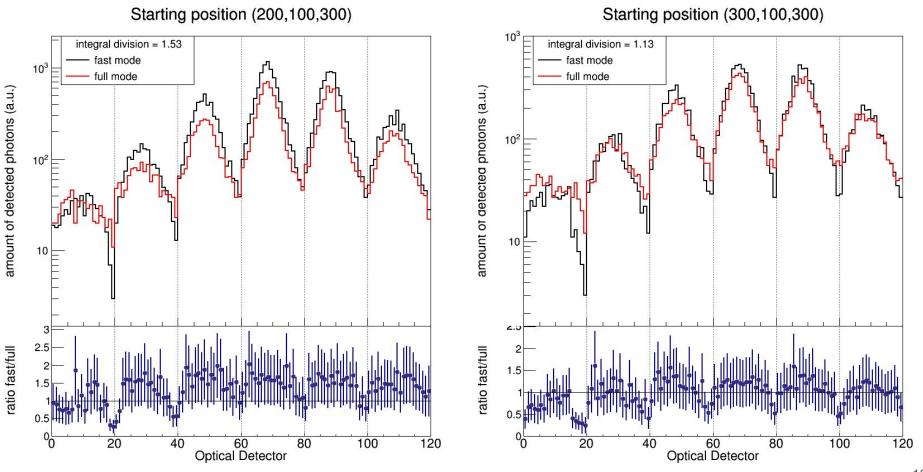




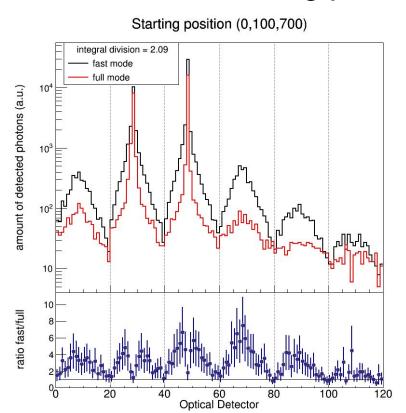
Fast vs full simulation mode for 10 muons with 1GeV momentum in z-direction starting position (x, 100, 300)

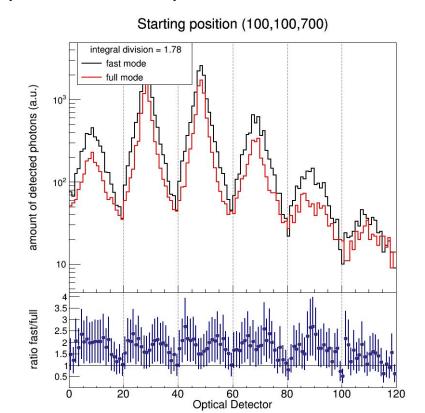


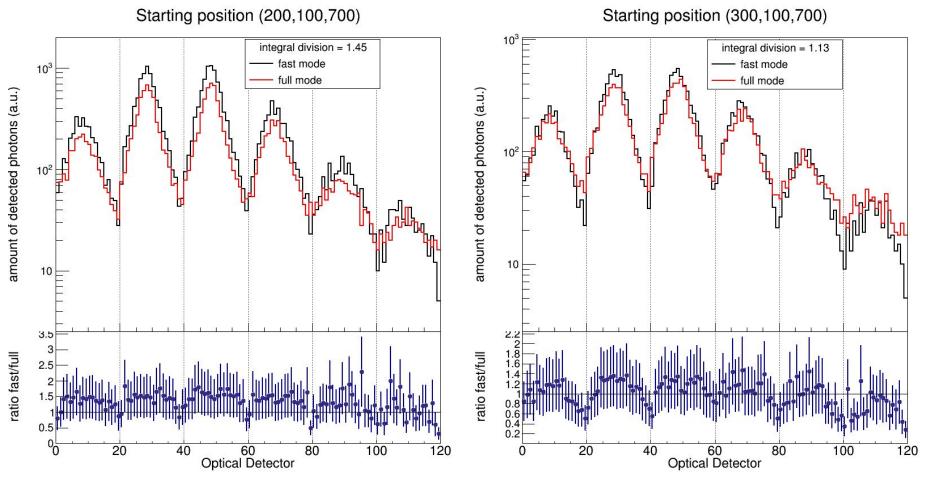




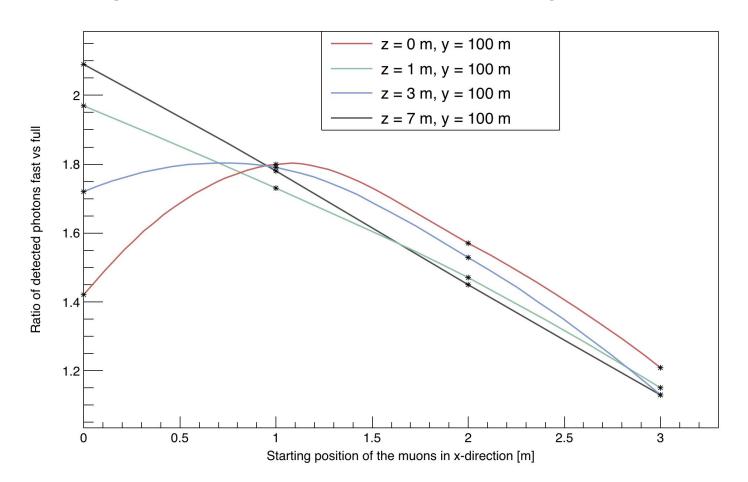
Fast vs full simulation mode for 10 muons with 1GeV momentum in z-direction starting position (x, 100, 700)







Integral division for different starting positions



Conclusions and future work

- Difference between fast and full modes: the amount of detected photons is systematically higher in fast mode
- Difference is smallest for muons' starting position closer to the cathode
- Redo this analysis comparing the output of identical trajectories for the muons:
 - running the fast and full simulation modes in parallel
 - fixing the random seeds in Geant4

Thank you for all the help! Especially to Alex Himmel and Jason Stock!